PETER JACKSON'S

KING KONG

THE OFFICIAL GAME OF THE MOVIE

UBISOFT®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED 2

STARTING UP 3

GAME MENUS 5

MAIN CHARACTERS 9

ENEMIES 11

FOOD CHAIN 12

WEAPONS 13

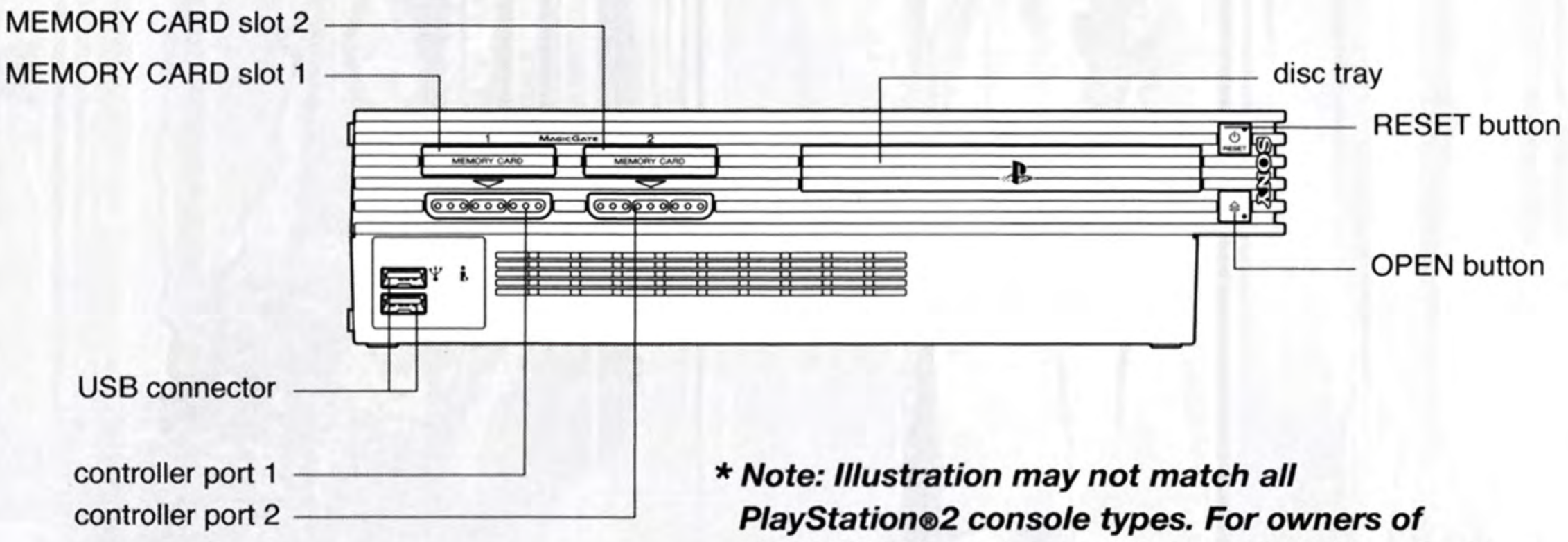
USE OF FIRE 14

KONG GAME 15

TECHNICAL SUPPORT 20

WARRANTY ..... INSIDE BACK COVER

GETTING STARTED



**** Note: Illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, refer to the setup instructions supplied with your system.***

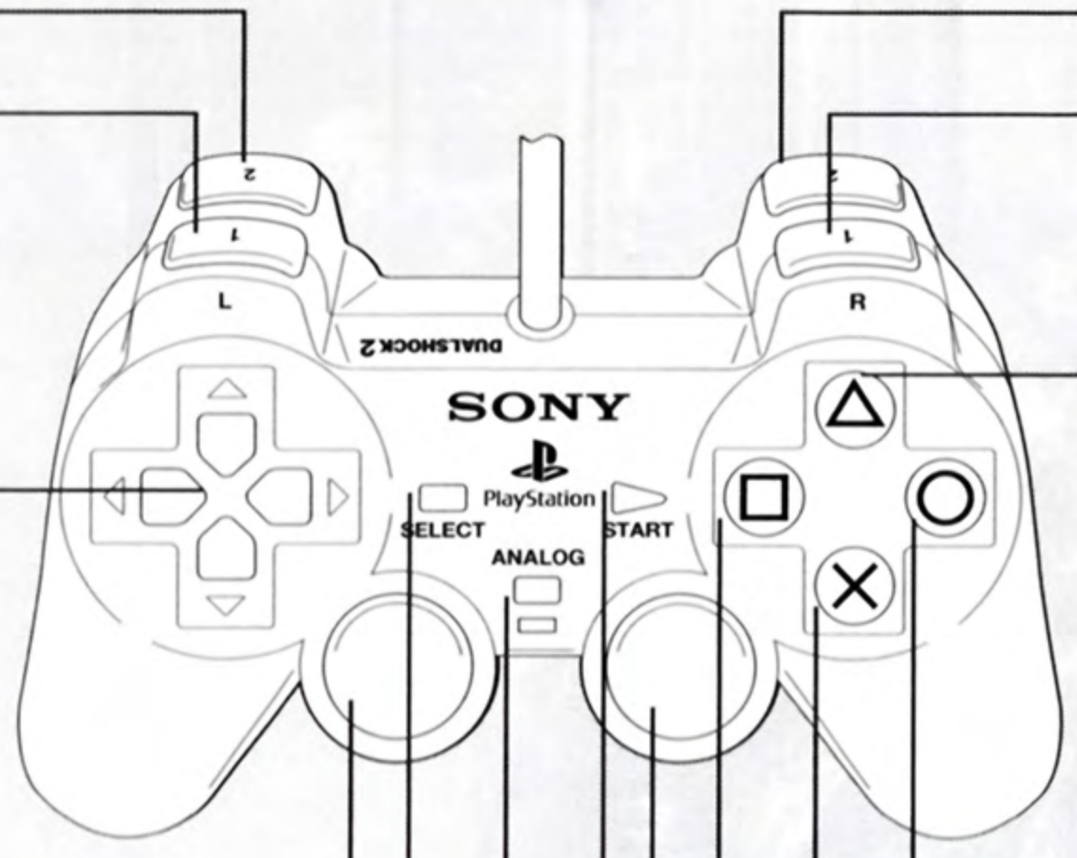
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Peter Jackson's King Kong The Official Game of the Movie disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

MEMORY CARD (8MB)(FOR PLAYSTATION®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS



BASIC MENU CONTROLS

- Press the directional buttons to browse or cycle through the different options.
- Press the ⊗ button to select, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

Human (Jack) Controls

△ button:	Drop spear
○ button:	Check reserve bullets
✕ button:	Call NPC
□ button:	Not used
R1 button:	Reload
R2 button:	Shoot (+ L2 button); Take; Use; Repel
L2 button:	Aim
R3 button:	Zoom (+ L2 button)
L3 button:	Crouch
right analog stick:	Turn/look
left analog stick:	Move Jack
START button:	Display Pause menu

Kong Controls

△ button:	Repel; Bite enemy; Fury mode
□ button:	Dodge; Climb; Swing
○ button:	Catch/throw; Take/drop Ann; Throw finish; Unblock path
✕ button:	Hit; Use as weapon; Jaw break finish
right analog stick:	Free camera
left analog stick:	Move Kong
START button:	Display Pause menu

GAME MENUS

The title screen loads automatically at the start of the game.

PROFILE SELECTION MENU

When the game starts, the Profile Selection screen appears. A profile is a file containing your chosen name, progress within the levels, and overall score. You have several choices on this screen. You can:

- Load an existing profile.
- Create a new profile.
- Delete a profile.
- Play without saving (and therefore not load any profile). If you choose this option, your progress in the game will be lost as soon as you leave the game.

Main Menu

Use the left analog stick or the directional buttons to navigate in this menu. Use the ✕ button to select a submenu or modify an option. Press the △ button to cancel and return to the previous screen.

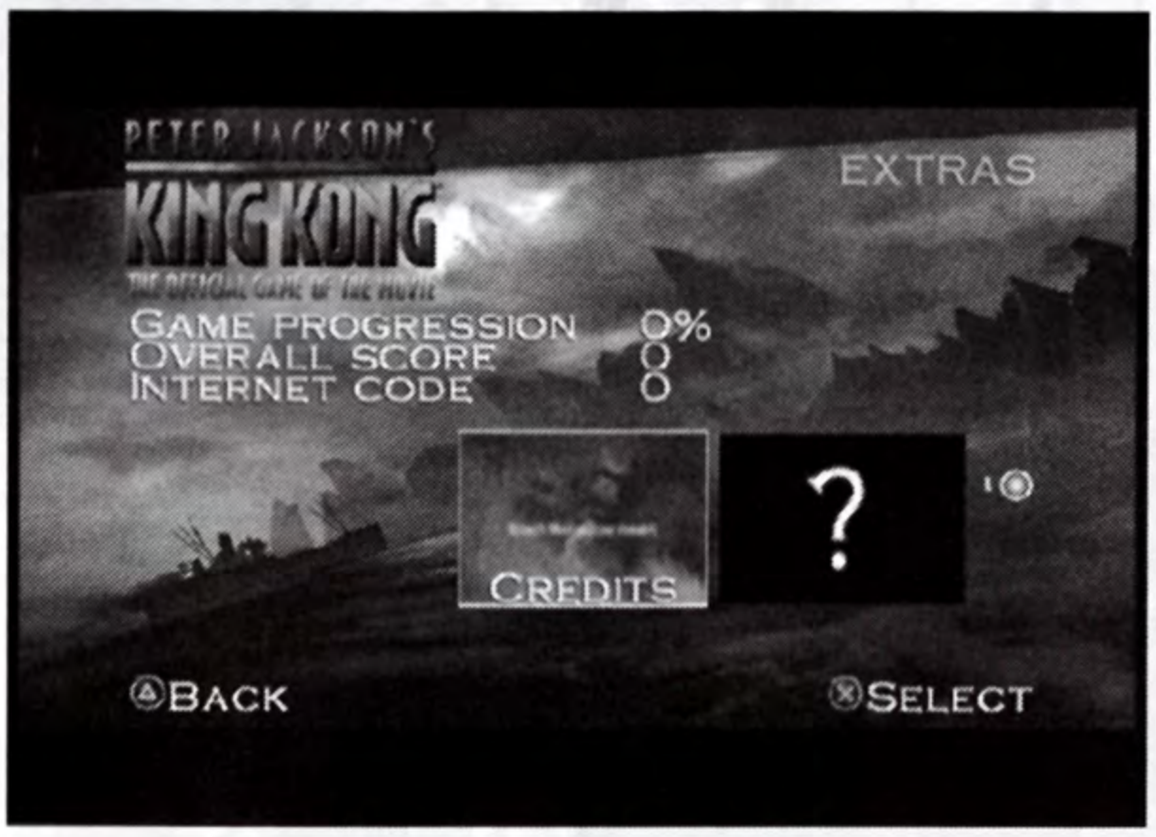
- **Play:** Starts the game. If it is your first game, the introduction to the game starts automatically. If you are restarting an existing game, the Chapter Selection screen appears.
- **Options:** A menu giving all the game parameters (video, audio, etc.).
- **Extras:** A menu giving all the bonuses included in the game.

Options Menu

You can modify the main parameters of the game on this screen.

- **Audio:** In this submenu, you can modify the type of exit sound (stereo, mono, etc.) and the display of subtitles, as well as the master volume and the volume of the dialogue, music, and sound effects.
- **Video:** In this submenu, you can choose the type of display (4/3, 16/9, 4/3 black stripes) and toggle special display effects on or off.
- **Controls:** In this submenu, you can activate or deactivate the vibration of the DUALSHOCK®2 analog controller, display the aiming visor and the inventory, and toggle the vertical axis of the sight to normal or inversed.

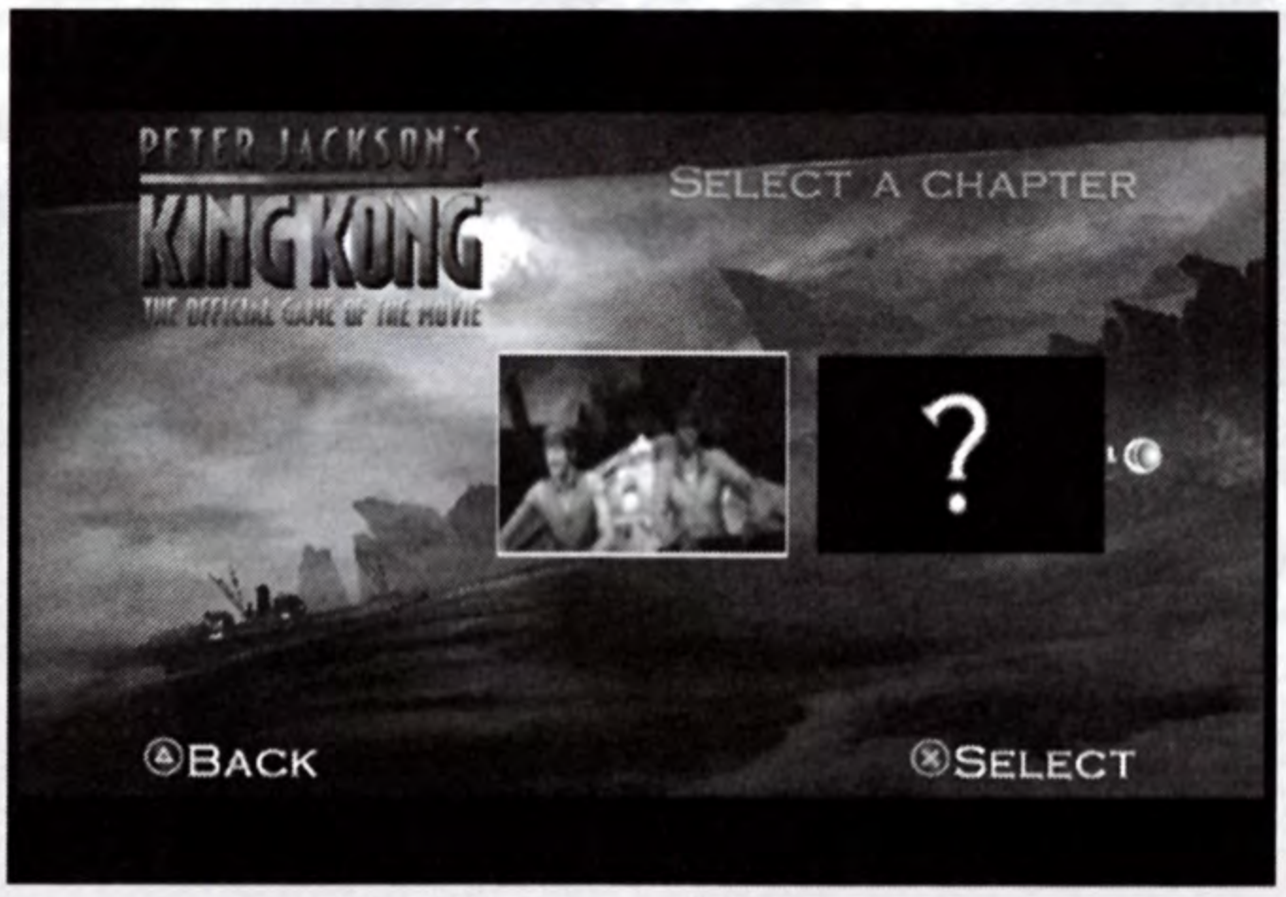
Extras Menu



This menu displays the bonuses included in the game. Use the left analog stick and the ⊗ button to choose a bonus.

Bonuses must be unlocked to be accessible. To unlock them you need to earn a set number of points when completing a level. If you have not earned enough points by the end of your game, you can always play the levels again to improve your score. To do this, access the Play menu from the Main Menu and select the level that you want to play again. You can also see your score here. The score is based on the number of bullets fired, the number of enemies killed, etc.

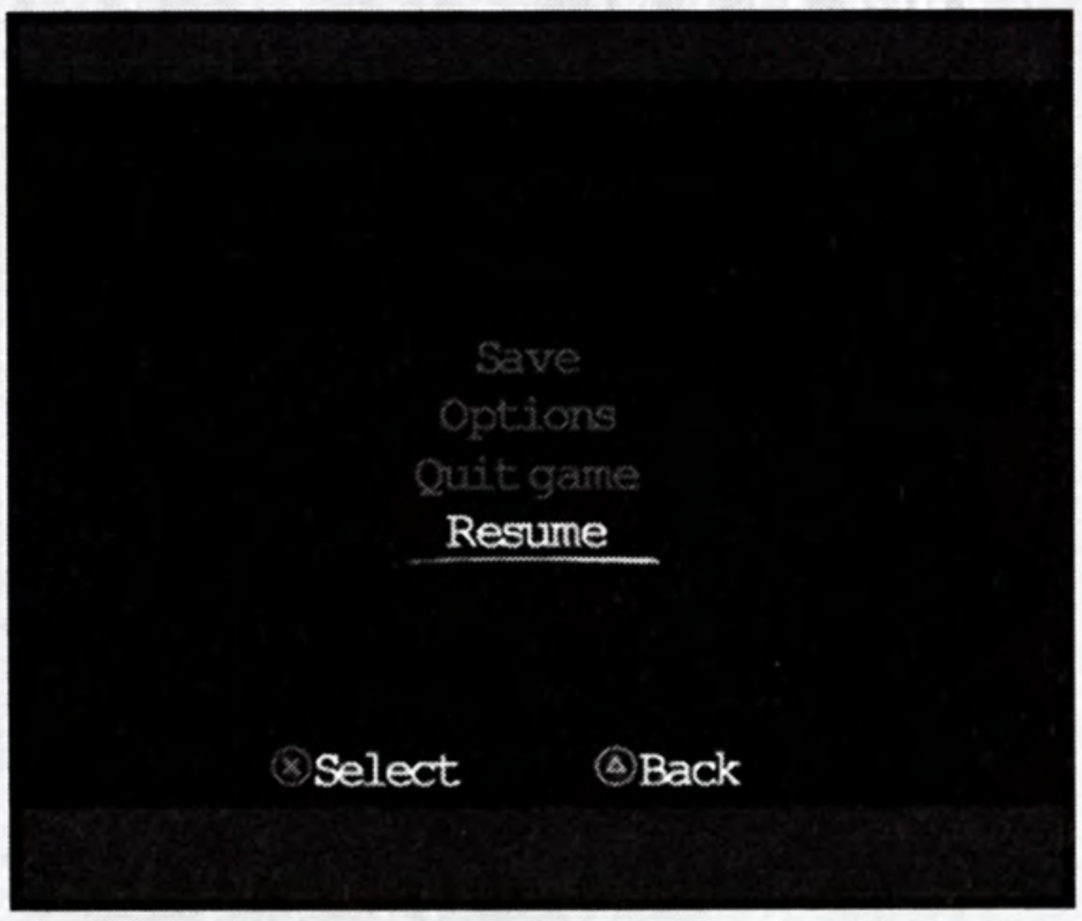
Chapter Selection Menu



When you load an existing profile and select Play from the Main Menu, the Chapter Selection menu is displayed. This allows access to game chapters that have already been played. You can choose to play any accessible chapter. Chapters that have not yet been played cannot be accessed.

Once the entire game is completed, all the chapters can be accessed.

Pause Menu



Press the START button to pause the game and the Pause menu will appear. Here you will have several choices:

- **Save:** When you save your game, the game is saved at the last checkpoint you crossed. It is not saved at the exact place where you find yourself.
- **Options:** This is the same Options menu as the one accessed from the Main Menu.
- **Quit Game:** Quit the game and go back to the Main Menu. You will be asked whether you want to save your game before quitting.
- **Resume:** Return to the game in progress.

MAIN CHARACTERS

Jack Driscoll

This is you. You have been taken on by Carl Denham as a scriptwriter for his next film. You are a fairly well-known playwright in New York, but on Skull Island you will have to prove yourself.

Ann Darrow

Ann Darrow is a down-on-her-luck actress from the world of vaudeville. She hopes to be offered the leading role in Carl Denham's next film, but there are going to be a few changes to the script.

Kong

At over 25 feet tall, he is the last of his kind. Experience his staggering power as he survives against both man and the creatures of the island.

Hayes

Hayes is the first mate on Venture (the boat that takes Denham's team to Skull Island). Denham's dreams of glory have no effect on Hayes, who was an infantry man in WWI and has perfect knowledge of how to handle weapons.

Carl Denham

Denham's producers do not trust him anymore. This film is a last chance to win back his reputation, and he has no intention of passing it up, whatever the risks for him or other members of the team.

Jimmy

Jimmy is the youngest sailor on Venture. Thanks to Hayes, he was able to escape the streets of New York and be taken aboard. He, too, gets off on Skull Island, in spite of Hayes' reticence.

ENEMIES

Here are some of the game's creatures:

Venatosaurus

The Venatosaurus is a formidable, very mobile hunter. He is able to jump and hunt in groups and catch other creatures to take away and devour in a safe place.

Megapede

The megapede can move on walls and ceilings. It can also wrap itself around people to suffocate and kill them. Megapedes also attack each other.

Giant Crab

The giant crab always lives near water. It can be different sizes (from 6 to nearly 30 feet wide) and can catch other creatures to devour. It can destroy stone structures.

V-Rex

The V-Rex is the most powerful enemy in the game. When confronted by Jack, it is invincible. Only Kong can hurt or kill it. It can destroy stone structures and kill with one bite.

FOOD CHAIN

In the jungle, a dead body is not ignored for long. Predators are always waiting for easy prey. Jack can take advantage of this voracious appetite and either ambush an enemy, lure it into a trap, or divert it from his path using the food chain. This means that you both are a target and can create targets, by killing creatures that then attract predators and free the way for you to proceed.

Most of the time, enemies in the game follow these two rules:

- They are attracted to dead bodies.
- Once dead, they attract nearby monsters and become priority targets.

The game is also strewn with inoffensive creatures that can be used to make the food chain work. There are three different kinds: one in the air, one on land, and one in the water.

The giant dragonfly

The small larva

The small swampcrawler

You have two ways to use these creatures in the food chain. You can either shoot them with classic weapons (which will immediately attract other creatures) or spear them (using the Repel function) and thus capture them without attracting anything. You can then throw the spear anywhere and create diversions or traps for your enemies.

WEAPONS

A character can only carry one weapon at a time, plus a spear. The only exception is that levers can be transported in addition to a weapon and a spear.

Pistol

This is a classic firearm. The pistol is not very powerful, but it can repel an enemy. However, it will be difficult to kill with this weapon. The magazine contains eight 9 mm cartridges.

Shotgun

This weapon is extremely powerful at close range. Its power decreases with distance. The firing rate is relatively low. The magazine contains five cartridges.

Sniper Rifle

This gun has a long range but a low firing rate. It is particularly useful for drawing out enemies without being seen. The magazine contains five 7.62 mm cartridges.

Machine Gun

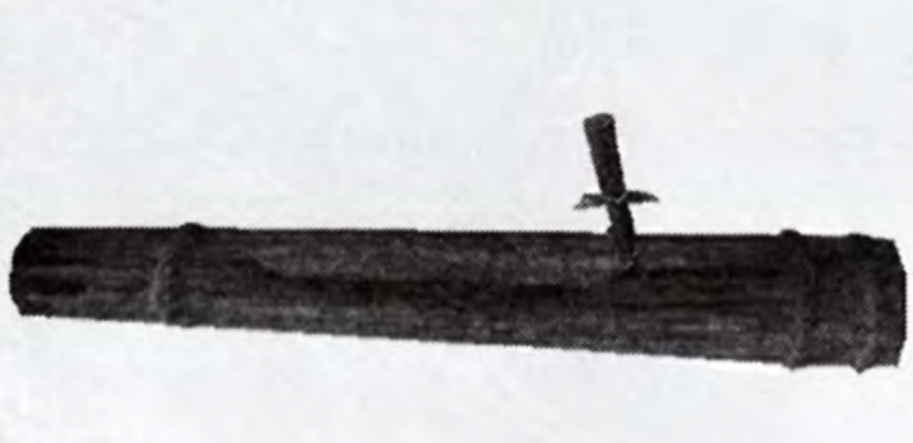
This weapon has a high firing rate. The bullets shot do not do a lot of damage; only the quantity fired can make the difference. The machine gun has an average range. The magazine contains 50 11.43 mm cartridges.

Spear

The spear is a primitive weapon found on the island. There are two different versions. The developed spear (image above, top) does a lot of damage to an enemy, whereas the bone fragment spear (image above, bottom) is smaller and less effective. A spear can be picked up several times (from the ground, from the dead body of an enemy, etc.) but will break if used too much.

There are a limited number of powerful spears (left image below). There are an unlimited number of the less powerful carcass bones (right image below).

Lever



The lever is not a weapon but an object found in several places on the island. It is used to activate columns that open massive doors built by the indigenous people of Skull Island. This object is considered an inventory object and can be carried along with a classic weapon.

All the weapons have a second function: by pressing the R2 button, they allow you to repel an enemy. With regard to the spear, this function also allows you to skewer a small creature in order to throw it, thus attracting other enemies (see the Food Chain section). Sometimes small wooden structures will block the way; you can destroy them using this function.

USE OF FIRE

It is possible to use fire with the spear. In fact, there are flaming bowls that will light the spear if it is put into them. To do this, put the spear near the bowl and use the Repel function.

To use the fire on the environment, throw the flaming spear into the long grass or brushwood and it will catch fire. It is also possible to ignite these while continuing to hold the spear. To do this, go near the long grass or brushwood and use the Repel function while holding the lit spear; the grass or brushwood will catch fire and kill all the enemies in it.

KONG GAME

When you are Kong, the controls and the character's abilities are completely different from Jack Driscoll's. Kong can move by interacting with his environment and also fight the fiercest creatures.

Walling

Kong can climb and walk up certain walls, which you can recognize by their woven creeper texture. To climb up a wall, press the ■ button when in contact with it. Once he is attached to the wall, you can make Kong jump onto other interactive elements by pressing the ■ button again. Kong can also climb walls while carrying Ann.

Swing

Some elements of the environment stick out more than others and allow Kong to swing. For example, Kong can catch hold of a branch in order to jump over a chasm. Press the ■ button when you are on the edge of a ravine and see an environmental element that allows you to carry out this action. If you leave Kong attached to the environmental element, he will stay suspended indefinitely. To detach him, press the ■ button again – Kong will jump in the direction he is looking.

He can use this ability while holding Ann.

Climb up a Column

In the environment there are columns with trees on them; this indicates that Kong can climb them. To climb, place Kong at the bottom of the column and press the ■ button. Kong will go up to the top of the column and catch hold of the tree. Once attached, you can move Kong using the left analog stick to see which direction to jump in. Once you have chosen a direction, hold the left analog stick in that direction and press the ■ button. Kong will jump in the desired direction and catch hold of any interactive elements he may come across.

Unblock a Pathway

Enormous objects (pillars, tree trunks, blocks of stone, etc.) often block the pathway. Kong is able to lift these objects in order to clear the pathway. To do this, place Kong in contact with the object and press the ● button. Kong will move under the object and try to lift it. Press the ●, ✕, ■, or ▲ button until the object has been cleared from the path.

Pick Up/Put Down Ann

During a fight, Kong cannot deliver all his blows if he is carrying Ann. Therefore, he must put her down in order to fight effectively. To pick Ann up, press the ◉ button when you are next to her. Press the ◉ button again to put her down. Once Ann is on the ground she becomes vulnerable, and nearby enemies will try to attack her; so do this as little as possible.

Hit

When you press the ⊗ button Kong gives a basic blow. When you press the button several times in succession, he gives a series of blows. When you press ▣ and ⊗ at the same time, Kong gives a violent shoulder blow that stuns his adversaries.

Dodge

Use the ▣ button to dodge during a fight. As mentioned above, pressing this and the ⊗ button at the same time delivers a blow that stuns the enemy on contact.

Repel/Knock Out

When you press the △ button, Kong swings upward, repelling the enemy on contact. If you press the ⊗ button just after this, Kong continues by giving a violent downward blow, knocking out the enemy on contact.

Repelling also results in discouraging an enemy that could have climbed onto Kong. The Venatosaurus and the megapede are able to climb onto Kong in order to harm him. The only way to remove them is to use the Repel function.

Catch/Throw

When you press the ◉ button, Kong grabs the nearest enemy. Press the ◉ button again to make him throw the enemy in a direction indicated by the left analog stick. Press the △ button to make him bite the enemy. If Kong takes too long to catch/throw an enemy, the enemy will free itself and hit Kong.

You can also grab a tree trunk or a megapede using the Catch/Throw function. After grabbing, press the ⊗ button to use the object or creature as a weapon.

Jaw Break Finish

When a V-Rex is down (after several hits/throws), press the ⊗ button to make Kong move to the "jaw break" finish. Press rapidly on the ⊗ button in order to kill the monster.

Throw Finish

When a V-Rex is down (after several hits/throws), press the ◉ button to make Kong move to the "throw" finish. As with the jaw break finish, you need to press rapidly on the ◉ button in order to kill the monster.

Fury Mode

Repeatedly pressing the △ button makes Kong go into Fury mode. His blows become increasingly violent and very quickly knock out his enemies.

KONG

THE 8TH WONDER OF THE WORLD™

MOVIE CARDS

A NEW ACTION-PACKED SERIES BASED ON DIRECTOR PETER JACKSON'S LATEST ADVENTURE!

80 FOIL-STAMPED IMAGES

- **STICKERS**
- **EMBOSSED FOIL**
- **TEXTURED FLOCKED CARDS**
- **VIDEO GAME CREATURE CARDS**

ON SALE NOVEMBER 2005

topps
TRADING CARDS

Universal Studios' King Kong movie © Universal Studios. Kong the 8th Wonder of the World TM Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. Topps is a registered trademark of The Topps Company, Inc. A Note to Parents: Please consult www.filmratings.com for information regarding movie ratings in making viewing choices for children.

TO LEARN MORE ABOUT THE MOVIE, GO TO WWW.KINGKONG.COM.

Peter Jackson's King Kong
The Official Game of the Movie

© 2005 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Universal Studios' King Kong movie © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. A Note to Parents: Please consult www.filmratings.com for information regarding movie ratings in making viewing choices for children. The Empire State Building design is a trademark of Empire State Building Company L.L.C. and is used with permission.

TECHNICAL SUPPORT

Before contacting Ubisoft's Technical Support Department, please first read through this manual. Also browse through our FAQ listings or search the support database at our website, **http://support.ubi.com.** Here you will find the most recently updated information since the game's release.

Whenever you contact the Technical Support Department, please include the following information or have it available if you are calling:

- Full product title
- Game console you are using

Support Over the Internet

This is the best way to find answers to common issues with our games. Our Frequently Asked Questions list is available 24 hours a day, 7 days a week and contains the most up-to-date Technical Support information available, including patches that can be downloaded free of charge. We update the Support pages on a daily basis, so please check here first for solutions to your problems: **http://support.ubi.com.**

Contact Us by Webmail

Due to high volumes of spam, viruses, and other non-support-related contacts, we no longer offer support via standard email. However, we do provide something better, webmail. By taking your questions directly through our website, we have completely eliminated all spam contacts. As a result, we are able to respond to your questions much more quickly than we could through standard email. To send us a webmail, simply log into our site at **http://support.ubi.com.**

From this site, you will be able to enter the Ubisoft Solution Center, where you can browse through our lists of Frequently Asked Questions (FAQ), search our database of known problems and solutions, and send in a request for personal assistance from a Technical Support representative by using the **Ask a Question** feature on the Frequently Asked Questions page. Most webmail contacts are responded to within two business days.

Contact Us by Phone

You can also contact us by phone by calling **(919) 460-9778** (for our customers in Quebec we provide French language support at (866) 824-6515). Please note that this number is for technical assistance only. No gameplay hints or tips are given over the Technical Support line. When calling our Technical Support line, please make sure you are in front of your gaming system and have all of the necessary information listed above at hand.

Be advised that our Technical Support representatives are available to help you **Monday through Friday from 9 am–9 pm Eastern Time** (French language support available from 7 am–4 pm EST).

While we do not charge for technical support, normal long distance charges apply. To avoid long distance charges, or to contact a support representative directly after these hours, please feel free to browse our Frequently Asked Questions lists or to send us a webmail. Webmail questions usually receive a response within two business days.

Contact Us by Standard Mail

If all else fails you can write to us at:

Ubisoft Technical Support • 3200 Gateway Centre Blvd. • Suite 100 • Morrisville, NC 27560

Return Policy

Please do not send any game returns directly to Ubisoft before contacting Technical Support. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product. If you have a damaged or scratched CD, please visit the FAQ listing for your game and get the latest replacement policy and pricing. We will not accept unsolicited returns/exchanges without prior approval and an RMA (Return Materials Authorization) number from a support representative.

WARRANTY

Ubisoft warrants to the original purchaser of its products that the products will be free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Ubisoft products are sold "as is," without any expressed or implied warranties of any kind, and Ubisoft is not liable for any losses or damages of any kind resulting from use of its products. Ubisoft agrees for a period of ninety (90) days to either replace defective product free of charge provided you return the defective item with dated proof of purchase to the store from which the product was originally purchased or repair or replace the defective product at its option free of charge, when accompanied with a proof of purchase and sent to our offices postage prepaid. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

LIMITATIONS

This warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on, or obligate Ubisoft. Any implied warranties applicable to Ubisoft products, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Ubisoft be liable for any special, incidental, or consequential damages resulting from possession, use, or malfunction of Ubisoft products. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages. So the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

NOTICE

Ubisoft reserves the right to make improvements in its products at any time and without notice.

REFUNDS

Ubisoft cannot provide refunds or otherwise process returns for credit of any kind other than an identical product replacement. Any product refund request must occur at the place of purchase, as the individual retail outlets set their own refund policy. This policy covers identical product replacements only.

PRODUCT/DOCUMENTATION REPLACEMENTS

Please contact a Ubisoft Technical Support Representative directly before sending your product to us. In many cases, a replacement is not the best solution. Our Support Representatives will help you determine if a replacement is necessary or available. You will need to first acquire an RMA (Return Materials Authorization) number to process your return or replacement. Without an RMA number from a support representative, your replacement request will not be processed.

IF WE DETERMINE A RETURN OR REPLACEMENT IS NECESSARY:

Within the 90-Day Warranty Period: Please return the product (media only) along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing including your name, address (no PO boxes), and phone number to the address below. If the product was damaged through misuse or accident (cracks, scratches), or if you do not have a dated sales receipt, then this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period.

After the 90-Day Warranty Period: Please return the product (media only) along with a check or money order for the amount corresponding to your product (see replacement fees below) made payable to Ubisoft, a brief description of the difficulty you are experiencing, including your name, address (no PO boxes), RMA number, and phone number to the address below.

REPLACEMENT FEES

Our most recent replacement fee schedule is available online. Please visit http://support.ubi.com for an updated price list.

WARRANTY ADDRESS AND CONTACT INFORMATION

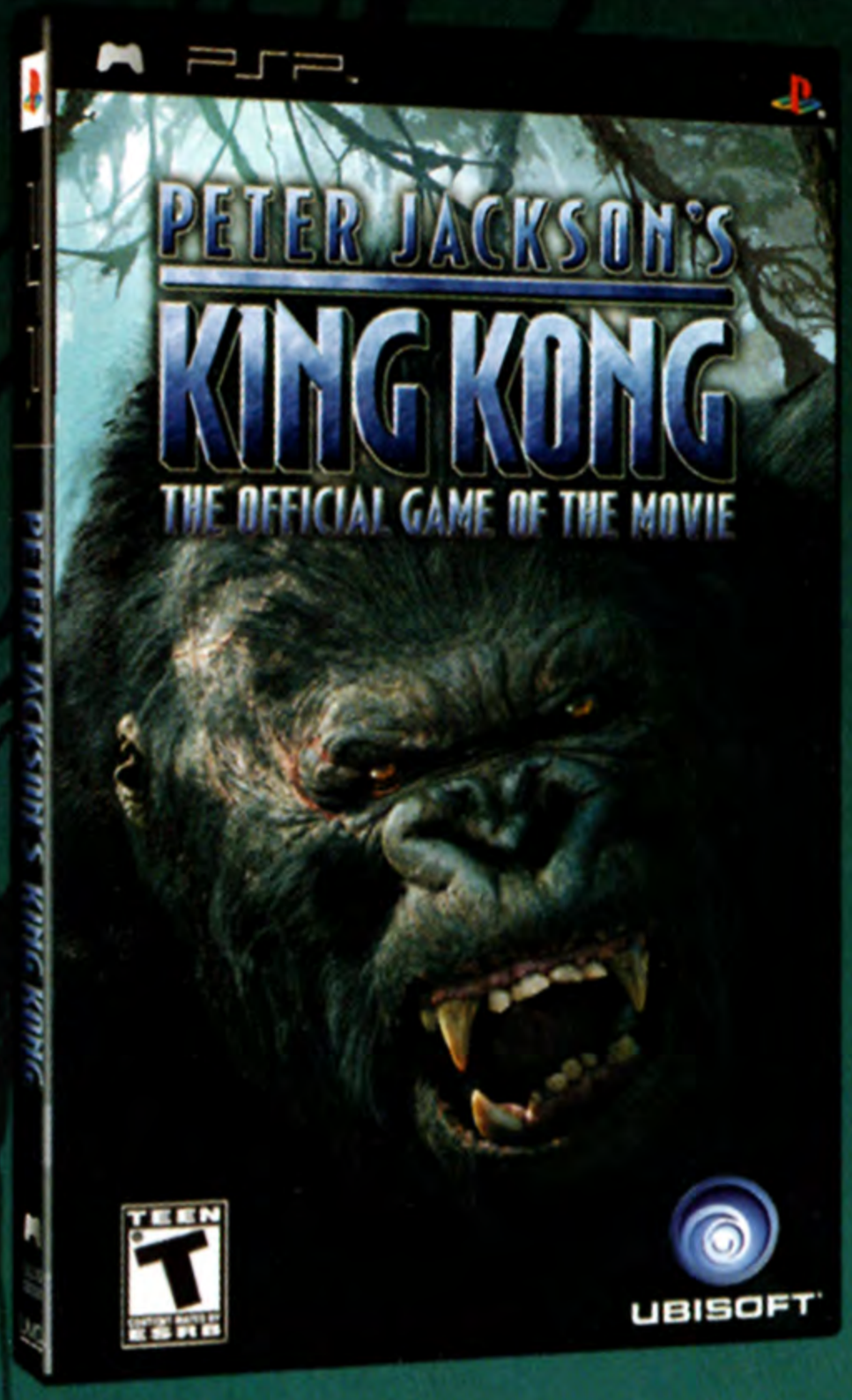
Phone: 919-460-9778. Hours: 9am–9pm (EST), M–F

Address: Ubisoft Support
3200 Gateway Centre Blvd.
Suite 100
Morrisville, NC 27560

Please use a traceable delivery method when sending products to Ubisoft.

To order Ubisoft products in the United States, please call toll free 888-824-7038.

ALSO AVAILABLE FOR
YOUR PSP™ (PlayStation®Portable) system



PlayStation®Portable

UBISOFT®

Ubisoft, Inc. · 625 Third St. · San Francisco, CA 94107

© 2005 Ubisoft Entertainment. All Rights Reserved. Ubisoft and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. Universal Studios' King Kong movie © Universal Studios. Licensed by Universal Studios Licensing LLLP. All Rights Reserved. A Note to Parents: Please consult www.filmratings.com for information regarding movie ratings in making viewing choices for children. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately).

The ratings icon is a trademark of the Entertainment Software Association. Manufactured and printed in the U.S.A.

322818-MNL

TEEN T CONTENT RATED BY ESRB — Blood Violence

FREE 2-DAY SHIPPING!*

Buy online and avoid the lines with **FREE 2-day shipping** from the Ubisoft Store. Enter 2DAYFREE at checkout! Spend your time playing this game, while we deliver the next one, shipped FREE!

*To redeem this coupon, go to http://store.ubi.com and enter Coupon Code 2DAYFREE at checkout. Offer expires May 31, 2006. Offer applies to your next purchase at the Ubisoft Store. Products subject to availability. May not be combined with any other promotional offers or discounts, applied to previous orders, substituted, exchanged, sold, or redeemed for cash or other goods or services. Limit one per customer. Offer valid on orders with U.S. shipping destinations only. Offer only available at http://store.ubi.com. Sony Computer Entertainment America takes no responsibility for this offer.